

Fig 1. Stimulus –reaction Set Intensity Matrix

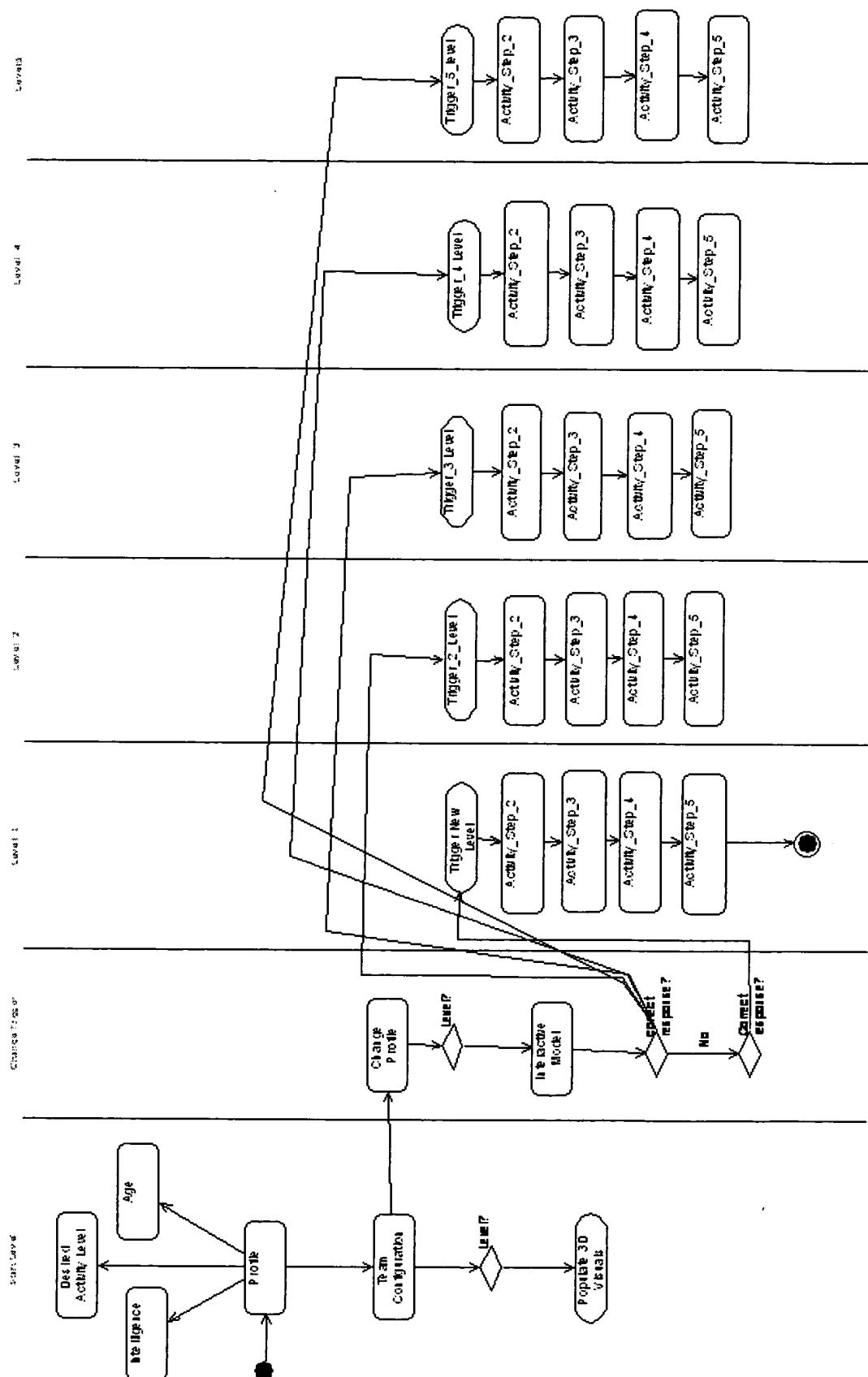
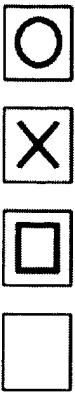
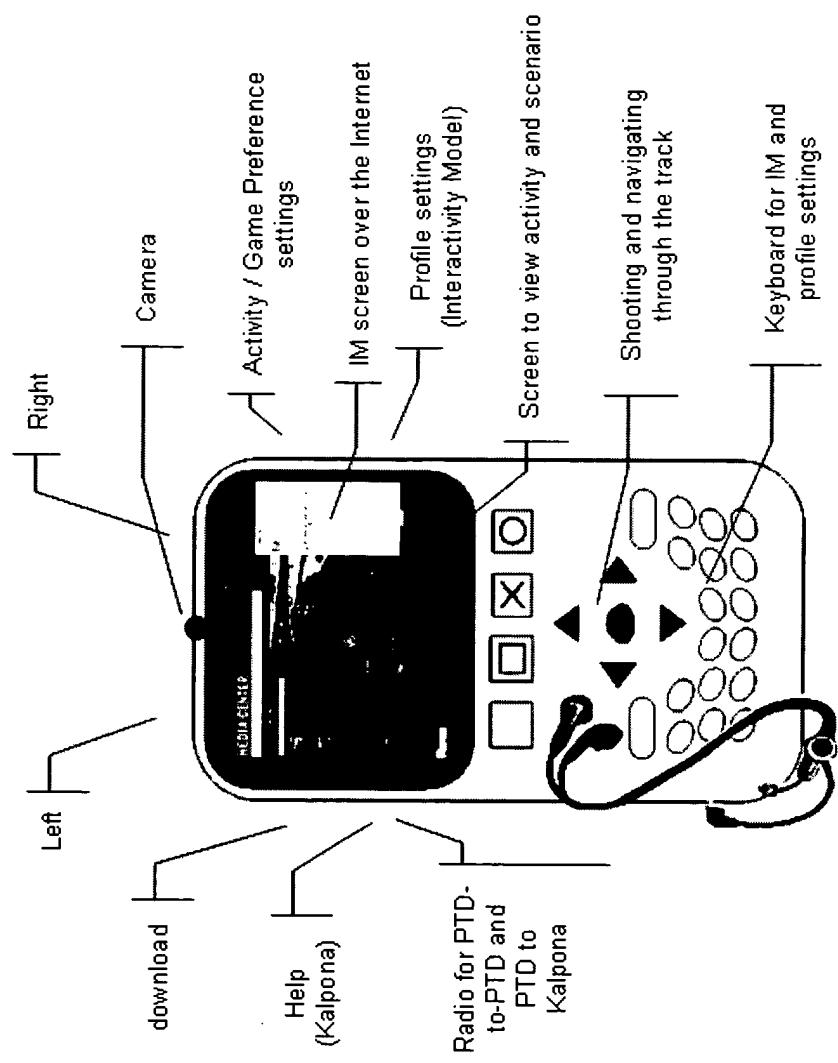


Figure 2: The Interactive device that Performers carry as PDT.

Personal Trigger Device



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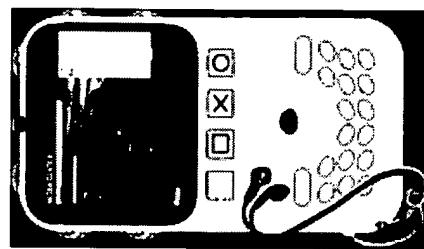


Figure 3: The Configuration of between Physical object and interactive 3D simulated environment.

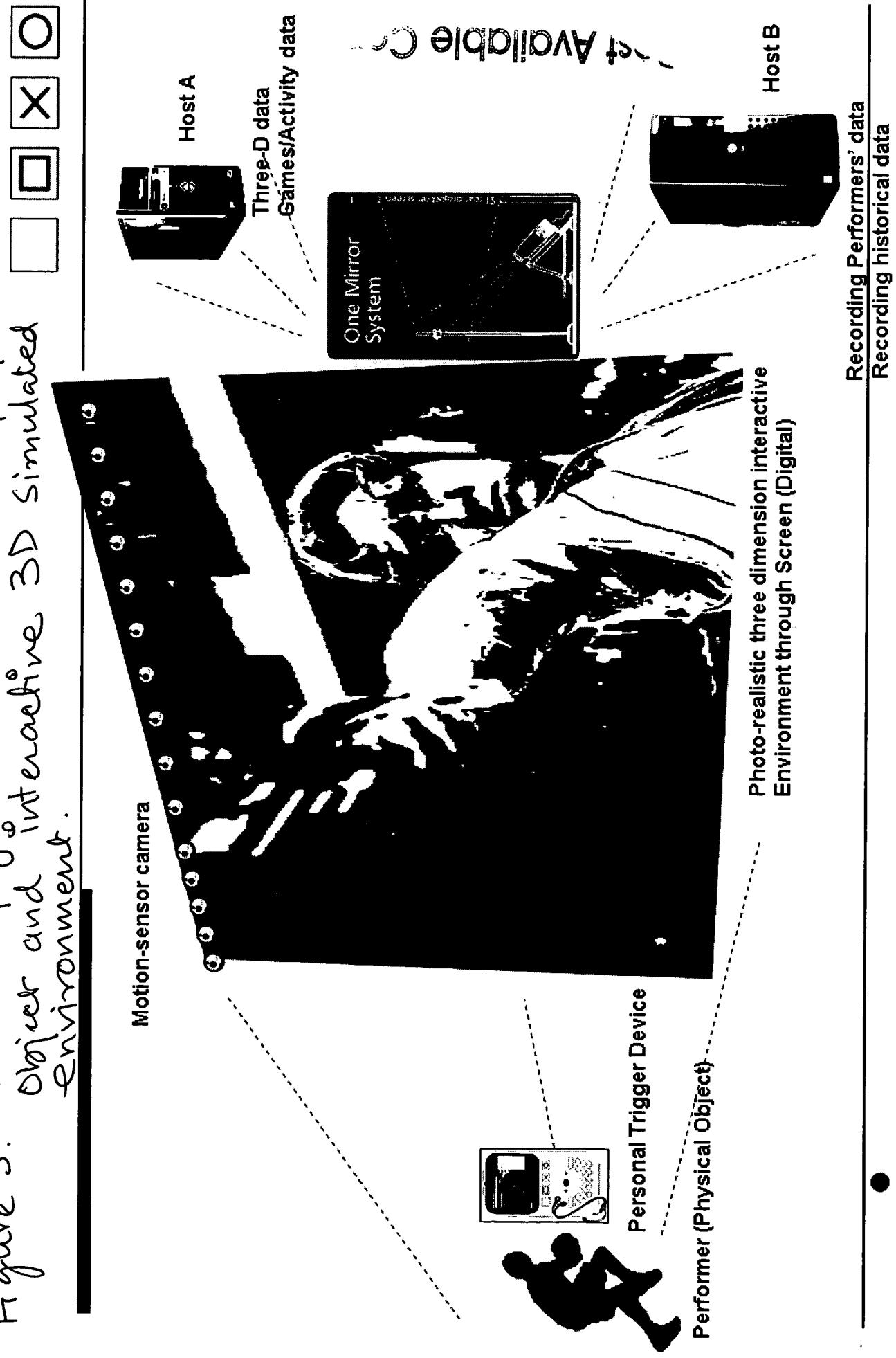


Figure 4 : The Sample data Configuration between PDT and Host A and Host B.

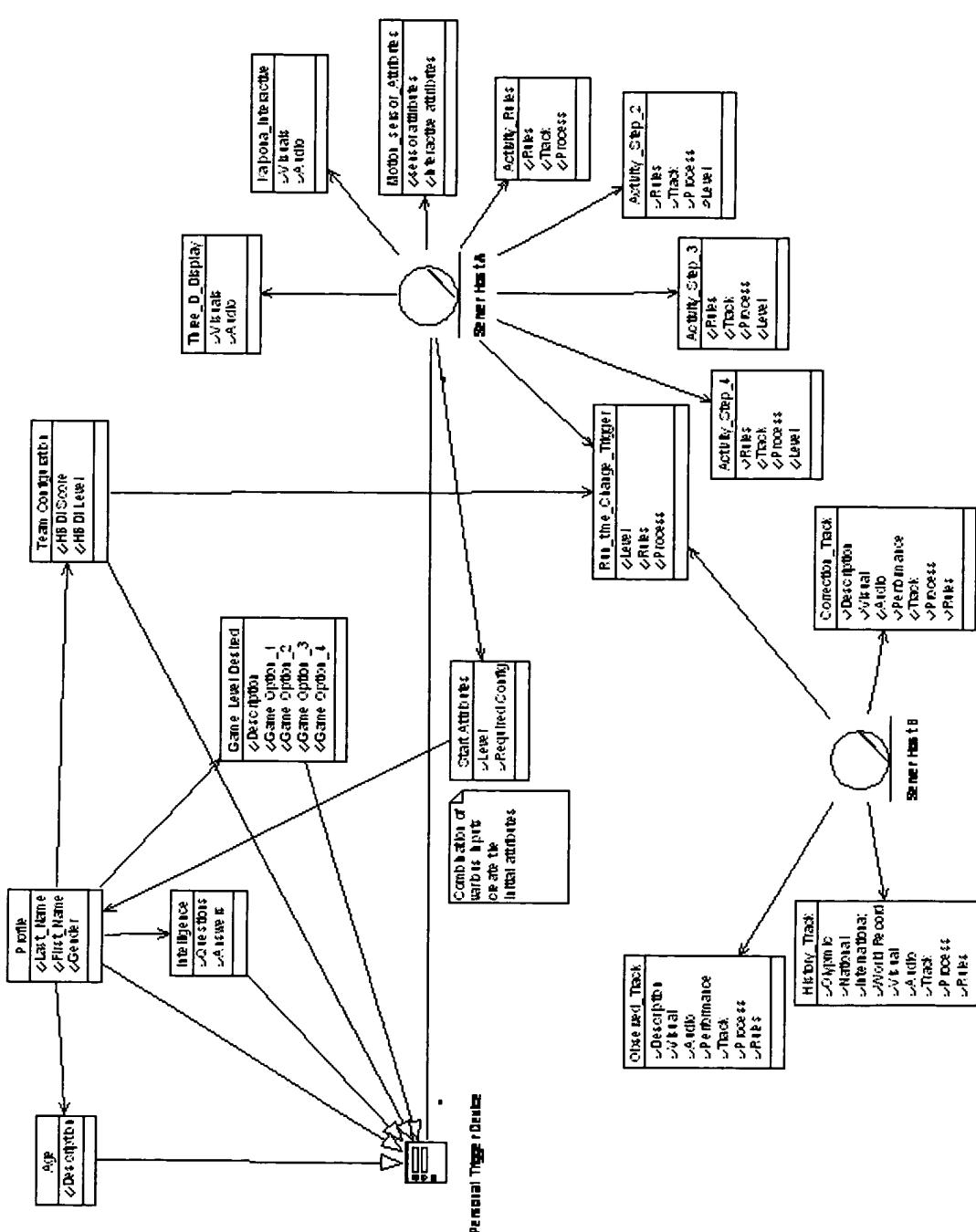
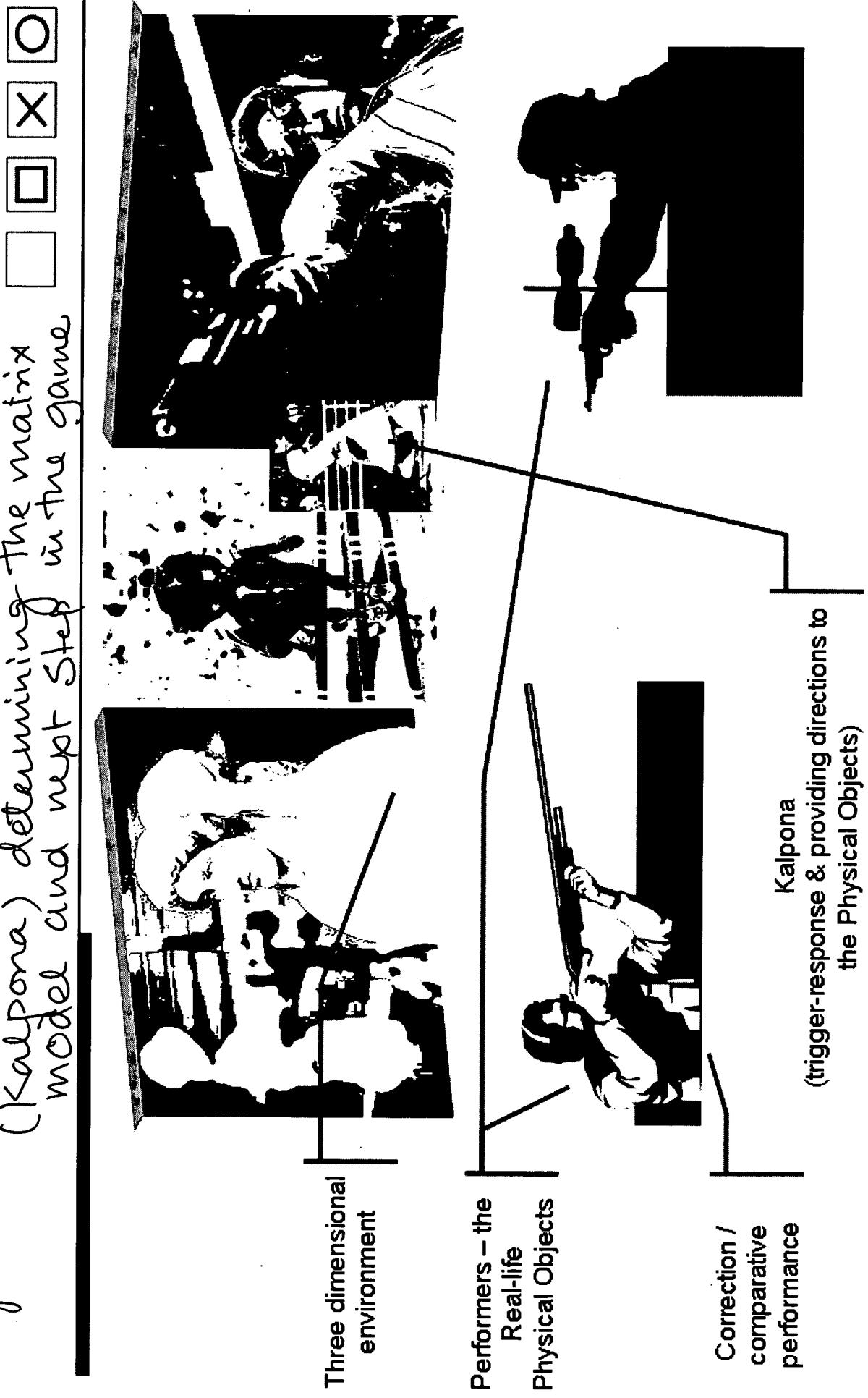
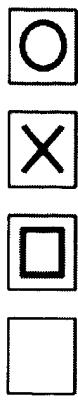


Figure 5: The interactivity between the physical objects and 3D simulated environment with (Kalpona) determining the matrix model and next step in the game



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Figure 6 : The next step in the game based on profile and matrix of interactivity model



Kalpona (trigger-response model)



Selection of next step is based on
Level change requested /
performance / interactivity model

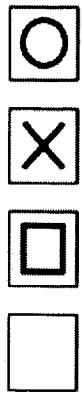
Performers – the
Real-life
Physical Objects



Selection of next step is based on
Level change requested /
performance / interactivity model

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Figure 7: The Performer with PDT and
3D glasses Performing the
activity .(SAMPLE PICTURE)



- The performer (physical object) is interactive and can become a very flexible camera.
- It is the visitor who decides in which of the scenes, he wants to enter, what perspective he wants to observe, if he wants to fly, to walk, to go up or down, to turn around in 360 degrees, to penetrate the image...



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